

POWERPLAY TECH



Team Members

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Project Title: Eagles Academy Website

Client: Eagles Academy and Adults Education – Kyeremankomah, Kintampo North

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1. User Story Refinement

User stories are subunits of epics (a collection of related user stories) obtained using scenario based modeling

to ensure stakeholder needs are captured (Sommerville, 2016, pp. 79 – 80).

Epic ID	Original Epic	Derived US IDs
E1	Student Onboarding	US-1, US-2
E2	Admin Management	US-3

2. Sizing & Prioritization

The story points below are estimated using Fibonacci sequence. The sequence is suitable because it supports relative complexity assessment. Complexity assessment is not biased, and it therefore ensures that proper prioritization of backlogs and time allocation (Pressman & Maxim, 2020, p. 519).

Estimation Method: Fibonacci (1, 2, 3, 5, 8, 13)

- Story Points

- US-1: 3 (Register)

- US-2: 3 (Enroll)

- US-3: 5 (Manage Users)

Total Backlog Points: 11

Sprint Velocity Assumption: 4 points per sprint

3. Up-to-Date Story List

ID	User Story	Precondition	Postcondition
US-1	As a student, I want to register online so I can access the platform.	Database initialized, UI loaded	User registered and stored in DB
US-2	As a student, I want to enroll so my data is recorded.	User registered, UI loaded	Enrollment record updated in DB
US-3	As an admin, I want to manage user accounts so I can keep records updated.	Admin logged in, UI loaded	User accounts updated in DB

4. Sprint-1 Planning

Sprint-1 Window: 23 Jul – 27 Jul 2025 (5 days)

Selected Stories: US-1 (3 pts), US-2 (3 pts)

Total: 6 pts (~1/3 of backlog)

Justification

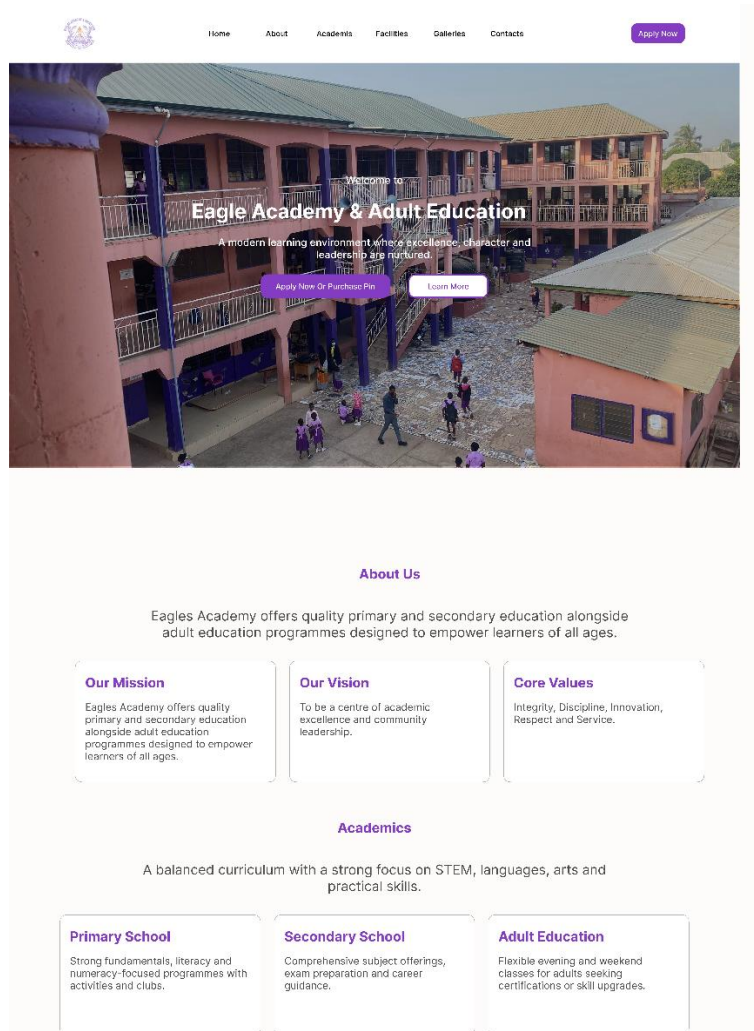
Registration and user management are foundational

Enrollment depends on registration.

This enables a demo where a student can register and fill the enrollment form.

Sprint-1 Demo Scope: A user can register, and complete enrollment form.

5. Design Sketches & UI



Accessibility Consideration: All forms use high-contrast colors and are keyboard-navigable.

Compliance & Integrity

Gen-AI Usage: Only for placeholder text and UI mockups; all team members can explain artefacts.

Accessibility: UI sketches note contrast and keyboard navigation.

References

Pressman, R. S., & Maxim, B. R. (2020). *Software engineering: A practitioner's approach* (9th ed.). McGraw-Hill Education.

Sommerville, I. (2016). *Software engineering* (10th ed.). Pearson Education.